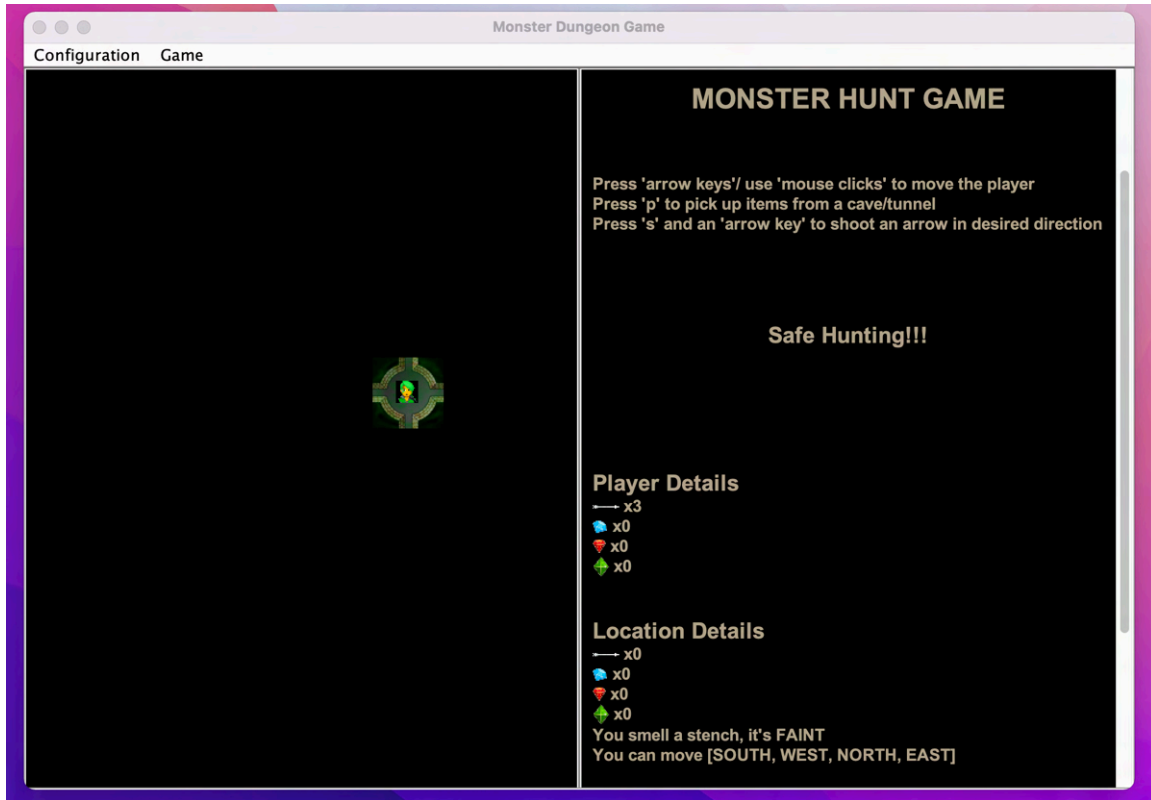
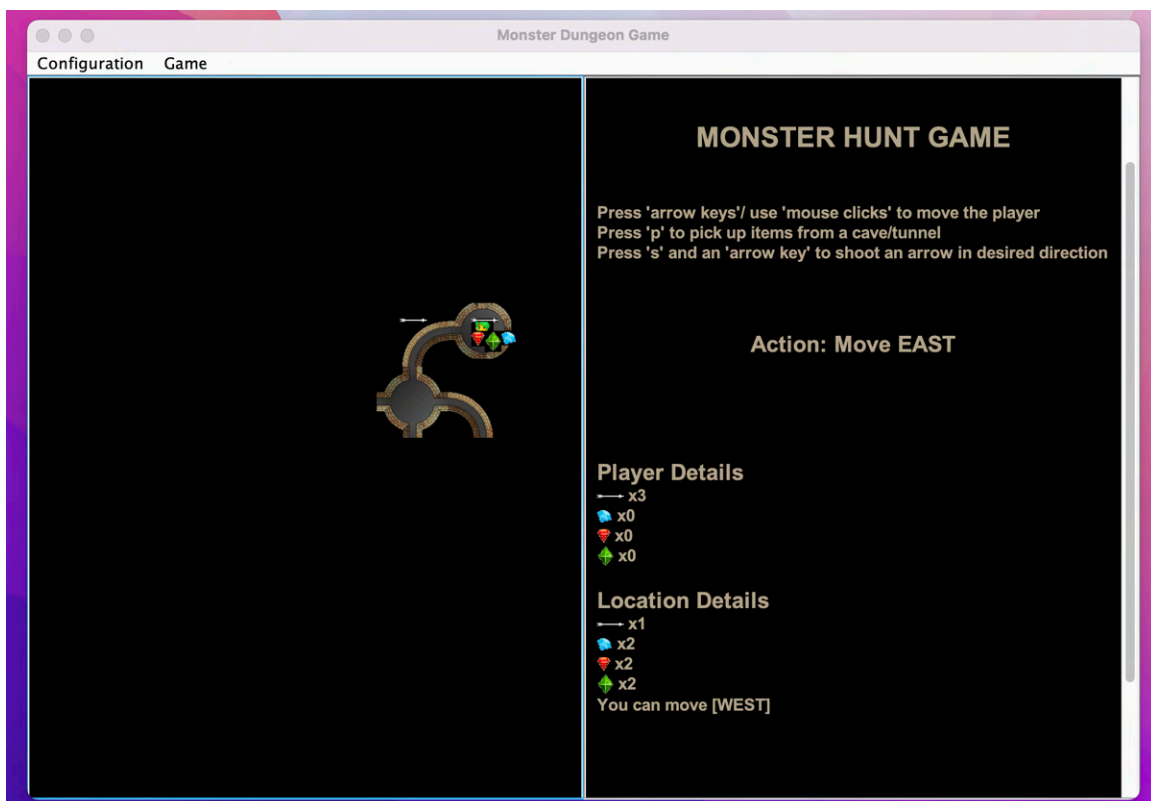


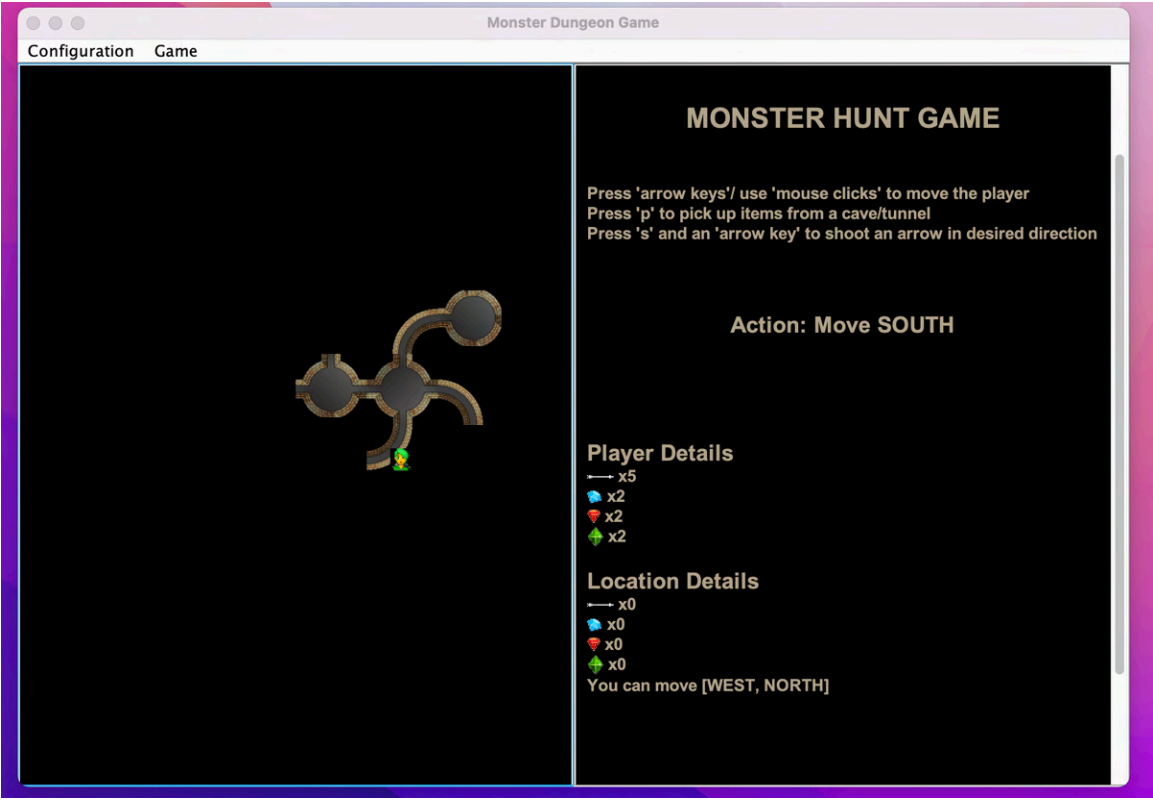
## Start Game and Faint Smell



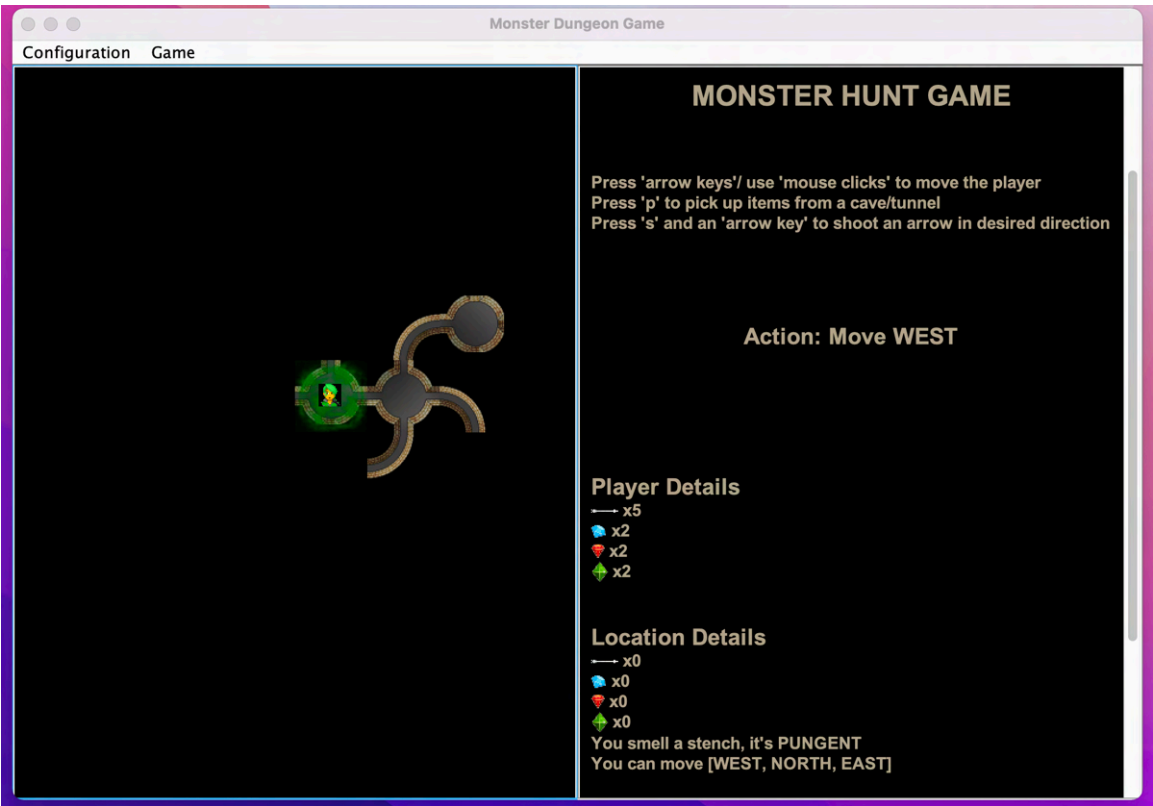
## Exploring Dungeon



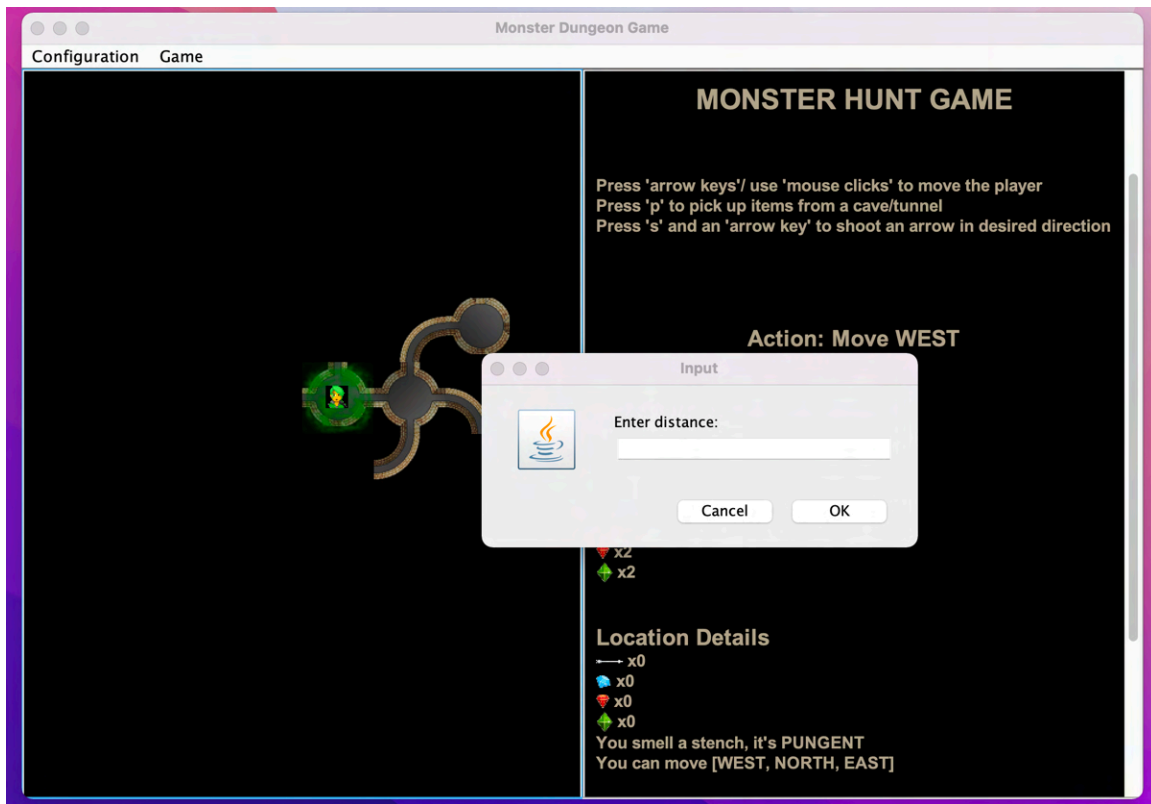
Pickup Treasure and Arrows



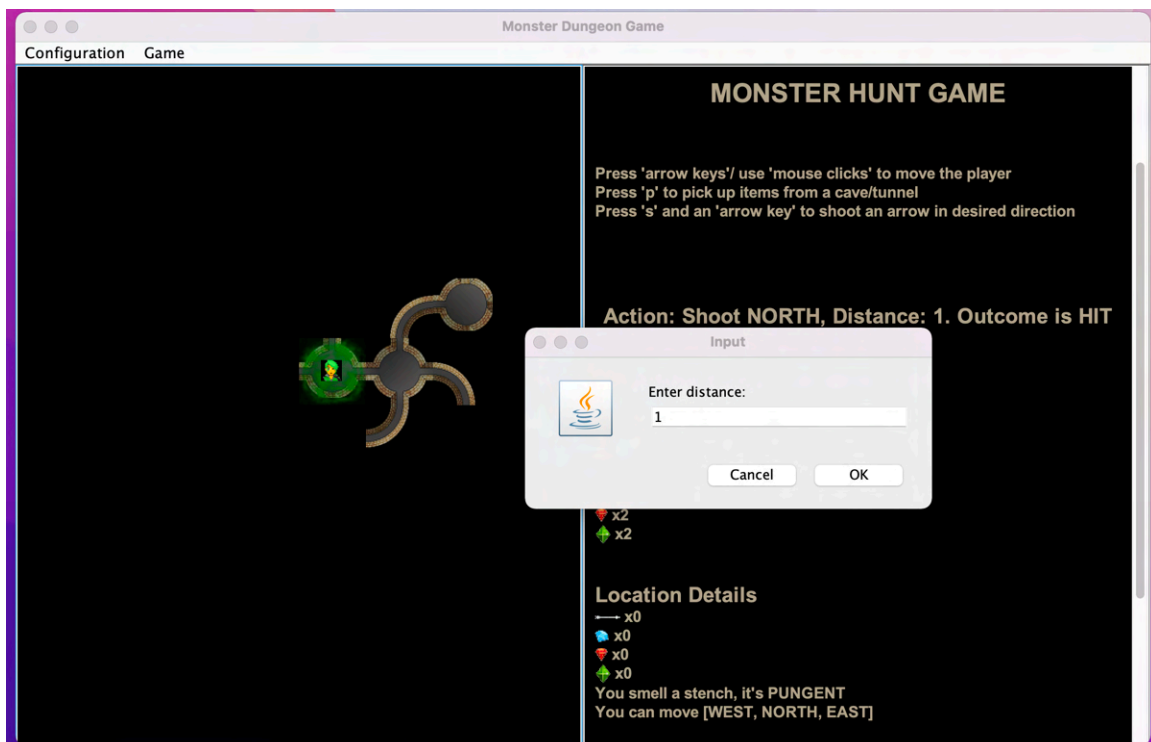
Pungent smell



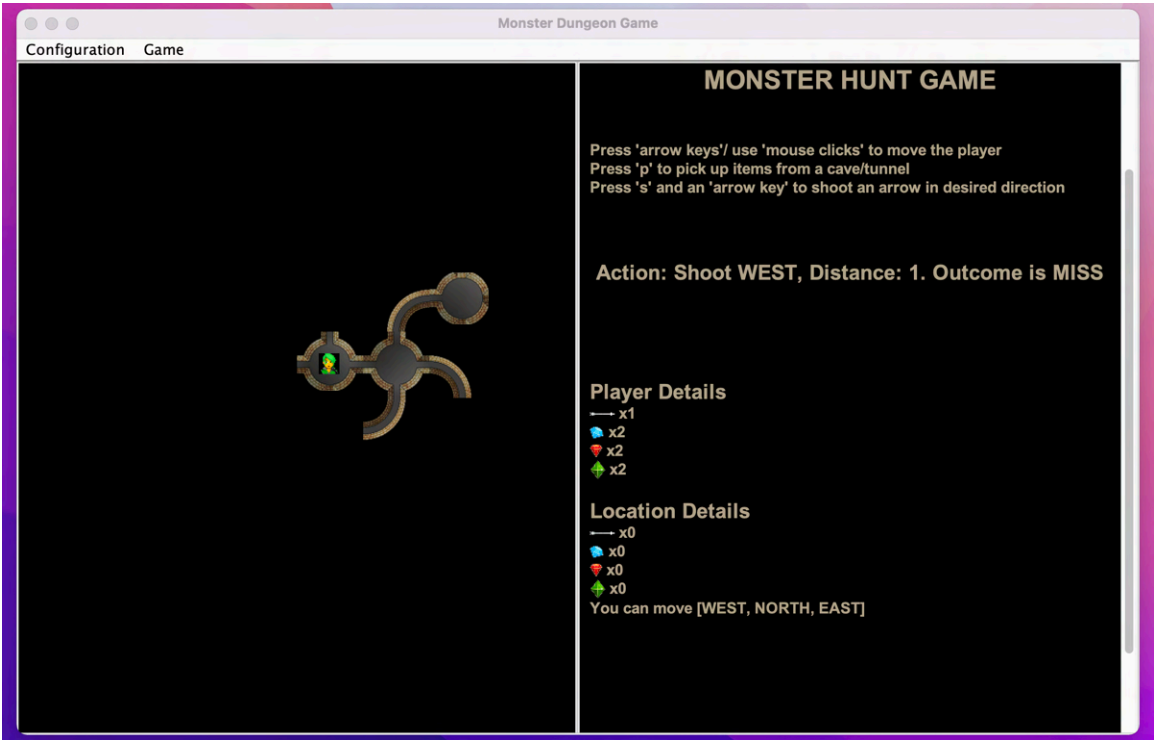
## Trying to shoot



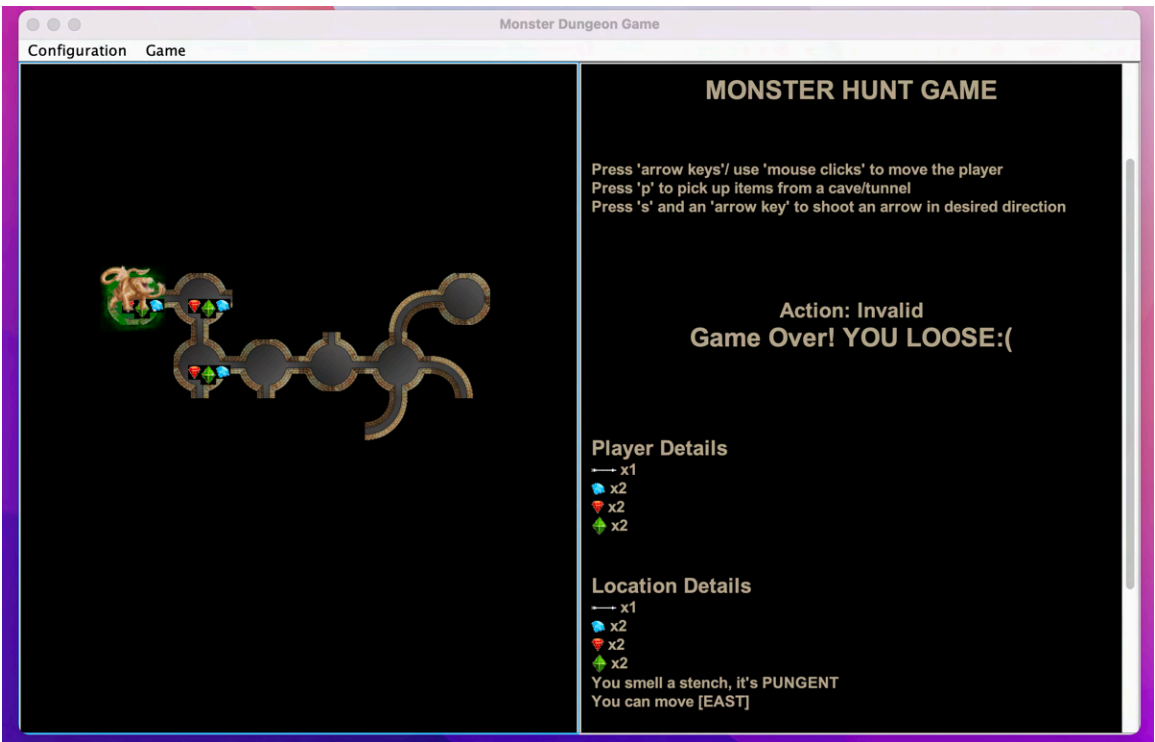
## Shoot Again



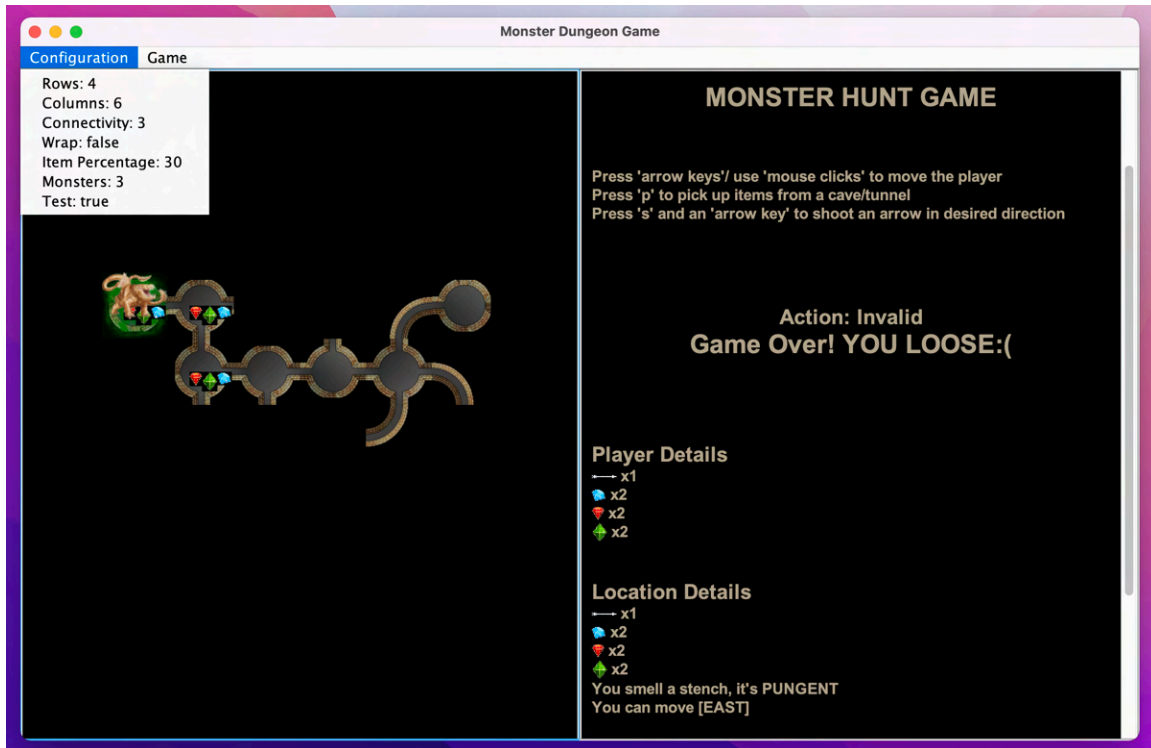
Shot Miss



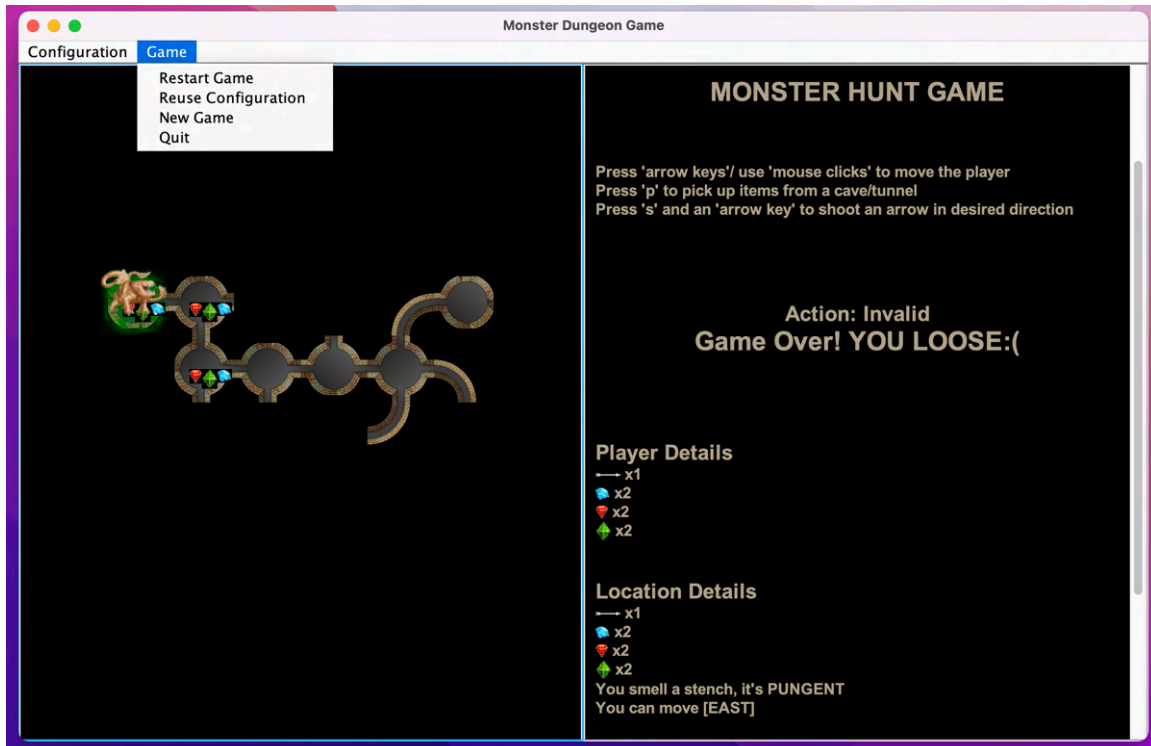
Losing game



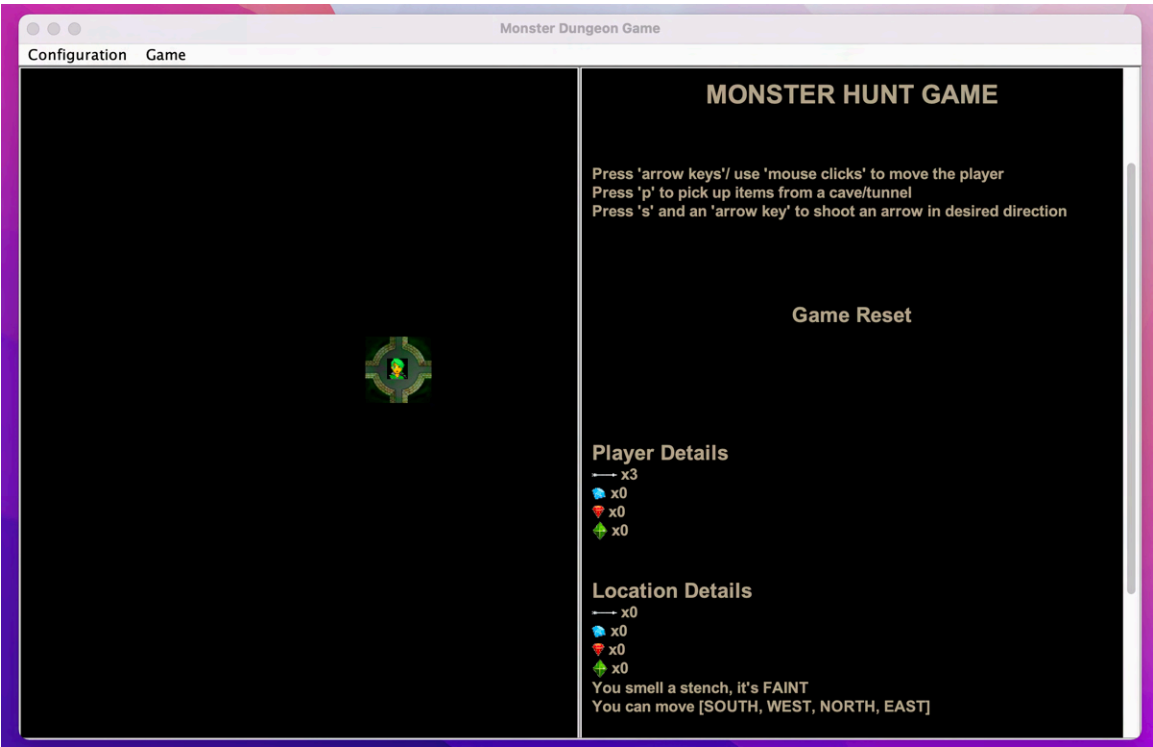
## Dungeon Details



## Game Options



Reset game



## Launcher

A screenshot of a macOS-style window titled "Dungeon Game Launcher". The window has a light gray background and rounded corners. It contains several input fields for game configuration, each with a label and a text box. The labels are "Rows", "Columns", "Inter Connectivity", "Item Percentage", "Wrap", "Monsters", and "Test". The current values in the text boxes are "10", "10", "10", "30", "true", "5", and "false" respectively. At the bottom center, there is a "Start Game" button. The window is framed by a purple border.

Dungeon Game Launcher

Rows 10

Columns 10

Inter Connectivity 10

Item Percentage 30

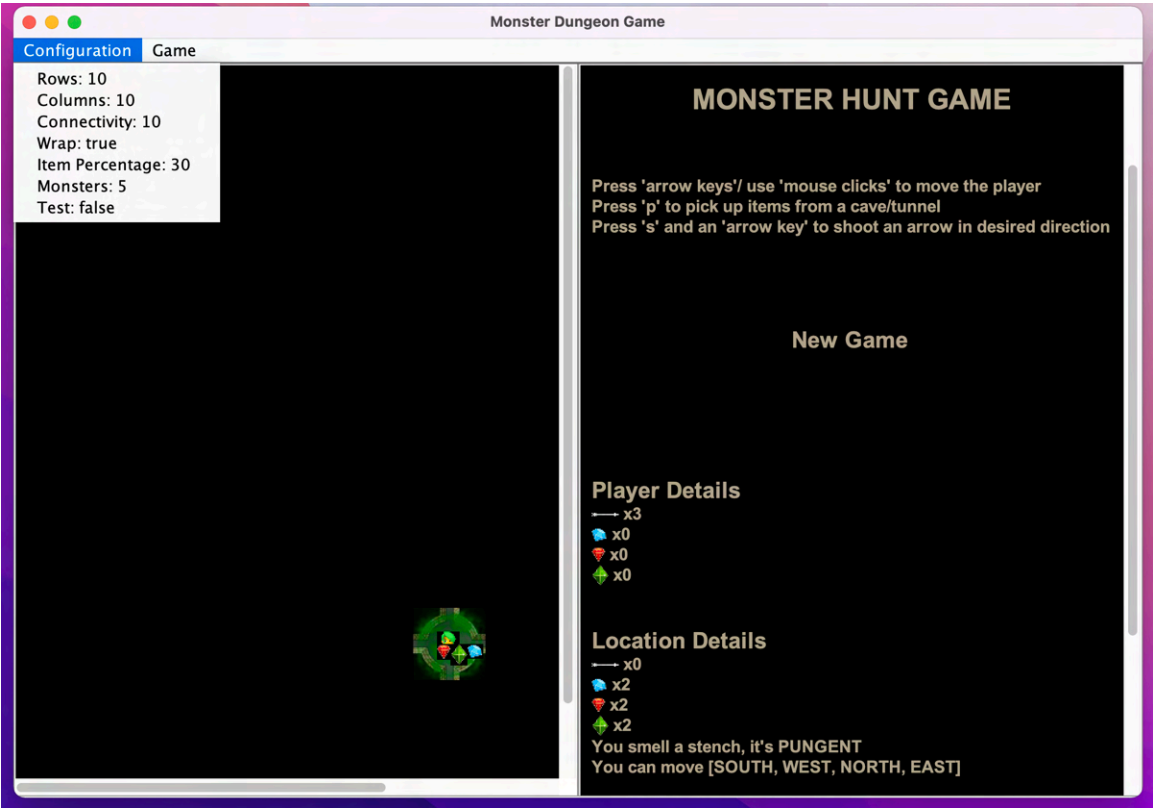
Wrap true

Monsters 5

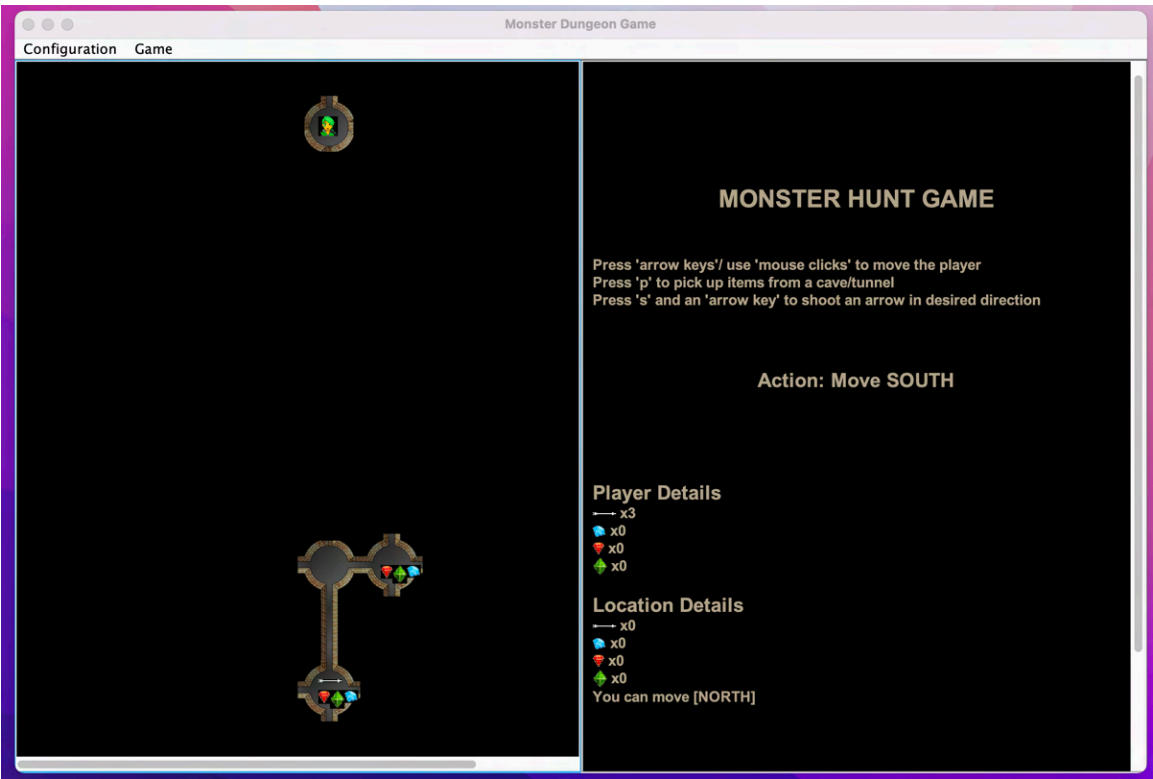
Test false

Start Game

New game, Scroll

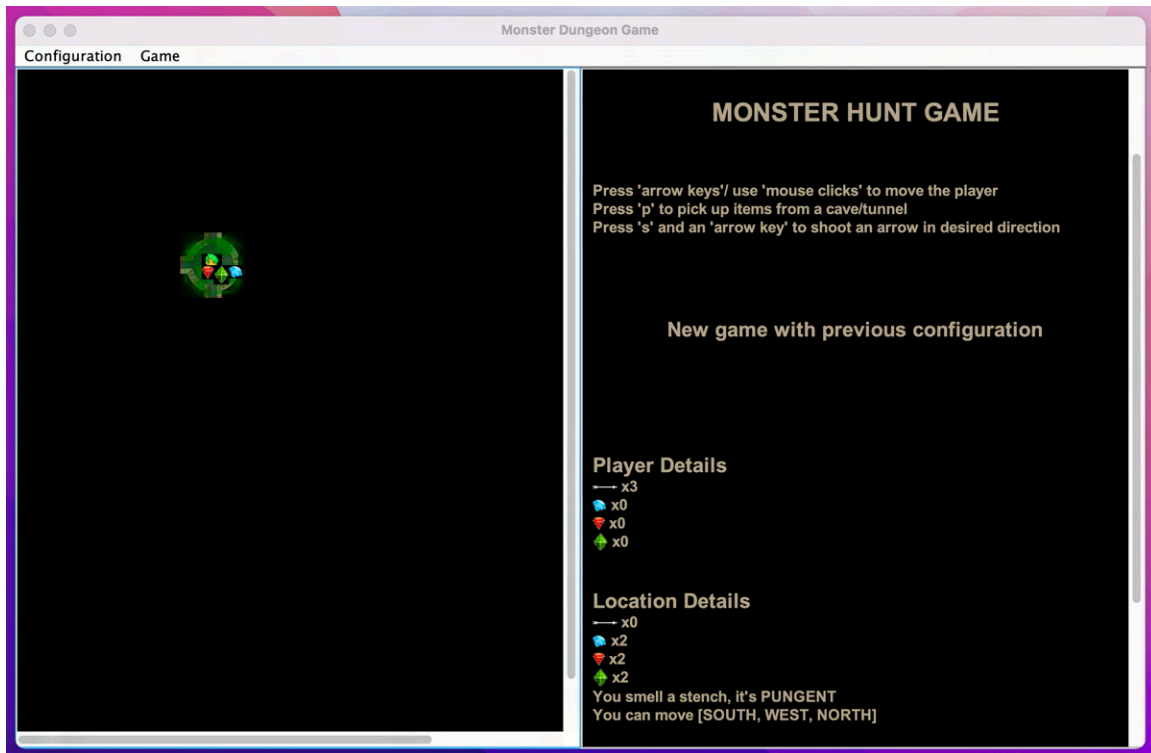


Wrap





## Reuse Configuration



## Game Win

